

## Positive GOE Guidelines

Guidelines for establishing a positive GOE are similar to those used in Freeskate events where the same and/or similar elements exist. Positive GOE guidelines to be used in Artistic have been summarized in the table below.

**For +1: 1 bullet    For +2: 2 bullets    For +3: 3 bullets    For +4: 4 bullets    For +5: 5 or more bullets**  
**FOR +4 and +5, THE FIRST THREE bullets highlighted in bold must be present.**

Element		Positive GOE Bullets
Choreographic Step Sequence	1	<b>Deep edges, clean steps and turns</b>
	2	<b>Effortless throughout with good energy, flow and execution</b>
	3	<b>Element matches the music</b>
	4	Creativity and originality
	5	Excellent commitment and control of the whole body
	6	Good acceleration and deceleration
Spiral Sequence	1	<b>Good body line and full extension in both spirals for 3sec or more each</b>
	2	<b>Effortless throughout with good energy, flow and execution</b>
	3	<b>Element matches the music</b>
	4	Good ice coverage
	5	Good clarity and precision - attain positions quickly and effortlessly
	6	Creativity and originality
Field Move Sequence  360 Field Move	1	<b>Good body line and full extension in all field move position(s)</b>
	2	<b>Effortless throughout with good energy, flow and execution</b>
	3	<b>Element matches the music</b>
	4	Good ice coverage
	5	Good clarity and precision - attain position(s) quickly and effortlessly
	6	Creativity and originality
Artistic Spin	1	<b>Creativity and originality</b>
	2	<b>Element matches the music</b>
	3	<b>Good speed and/or acceleration during spin</b>
	4	Good controlled, clear position(s) (inc. height and air/landing position in flying spin)
	5	Effortless throughout
	6	Maintaining a centered spin

## Negative GOE Guidelines

Guidelines for GOE reductions for errors are similar to those used in Freeskate events where the same and/or similar elements exist. Negative GOE guidelines to be used in Artistic have been summarized in the table below.

Element	GOE Reductions for Errors	Reduction
<b>Choreographic Step Sequence</b>	Fall	-5
	Poor quality of steps, turns, positions	-1 to -3
	Stumble	-1 to -3
	Does not correspond to music or lacks creativity/originality	-1 to -3
	Loss of control while executing the sequence	-1 to -3
	Inability to clearly demonstrate the sequence	-2 to -3
<b>Spiral Sequence Field Move Sequence</b>	Fall	-5
	Stumble	-1 to -3
	One spiral/field move not held for 3 seconds	-1 to -2
	Both spirals/two field moves not held for 3 seconds	-3 to -4
	Poor quality position(s)	-1 to -3
	Poor quality edge(s)	-1 to -3
	Does not correspond to music	-1 to -3
	Loss of control while executing the sequence	-1 to -3
<b>360 Degree Field Move</b>	Fall	-5
	Stumble	-1 to -3
	Poor quality position	-1 to -3
	Poor quality edge(s)	-1 to -3
	Does not correspond to music	-1 to -3
	Loss of control while executing the sequence	-1 to -3
<b>Artistic Spin</b>	Fall	-5
	Touch down with free foot or hand(s)	-1 to -3
	Poor fly, incorrect take-off or landing in flying spin	-1 to -3
	Traveling	-1 to -3
	Slow or reduction of speed	-1 to -3
	Change of foot poorly done	-1 to -3
	Lacks creativity/originality	-1 to -3